

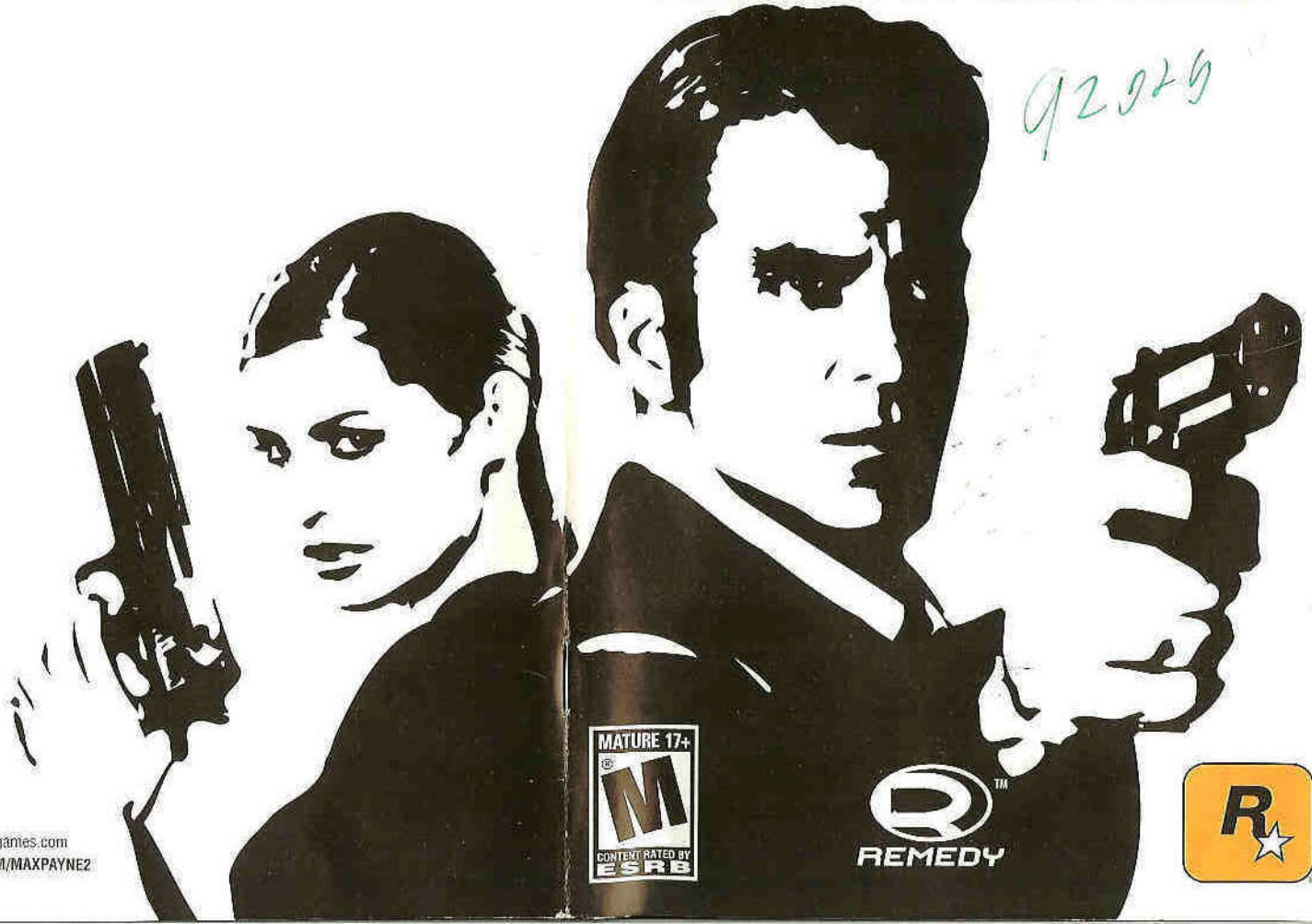
<http://www.replacementdocs.com>

XBOX

MAX PAYNE[®] 2

THE FALL OF MAX PAYNE

92929



TO SUBSCRIBE TO THE
MAX PAYNE MAILING LIST,
SEND AN EMAIL TO:
maxpaynesubscribe@rockstargames.com
WWW.ROCKSTARGAMES.COM/MAXPAYNE2



MAX PAYNE[®] 2

THE FALL OF MAX PAYNE

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness.

Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms.

Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- Sitting farther from the television screen,
- Using a smaller television screen,
- Playing in a well-lit room, and
- Not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types can be damaged if any video games, including Xbox[®] games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause.

Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox[®] video game system documentation contains important safety and health information that you should read and understand before using this software.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

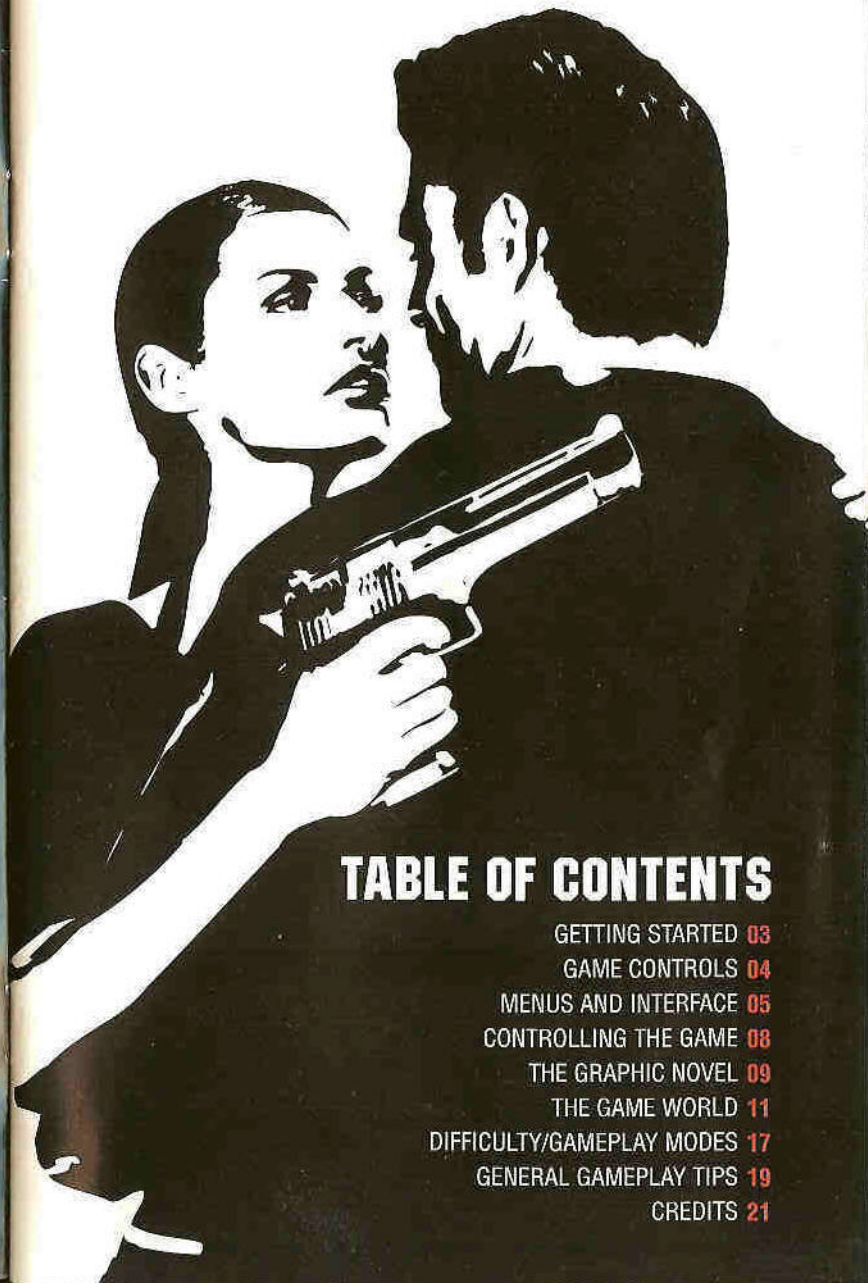
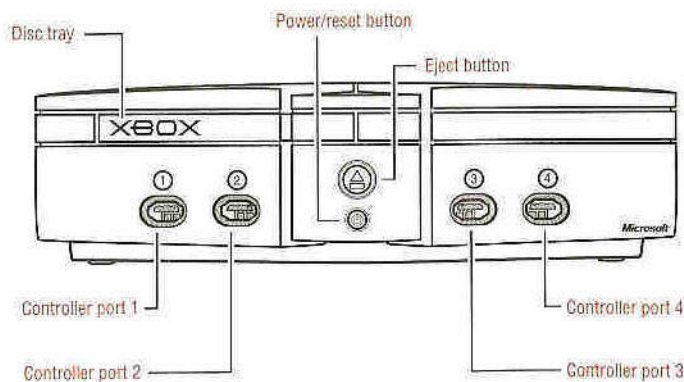


TABLE OF CONTENTS

GETTING STARTED	03
GAME CONTROLS	04
MENUS AND INTERFACE	05
CONTROLLING THE GAME	08
THE GRAPHIC NOVEL	09
THE GAME WORLD	11
DIFFICULTY/GAMEPLAY MODES	17
GENERAL GAMEPLAY TIPS	19
CREDITS	21

GETTING STARTED

1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Max Payne®2 disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing Max Payne 2.



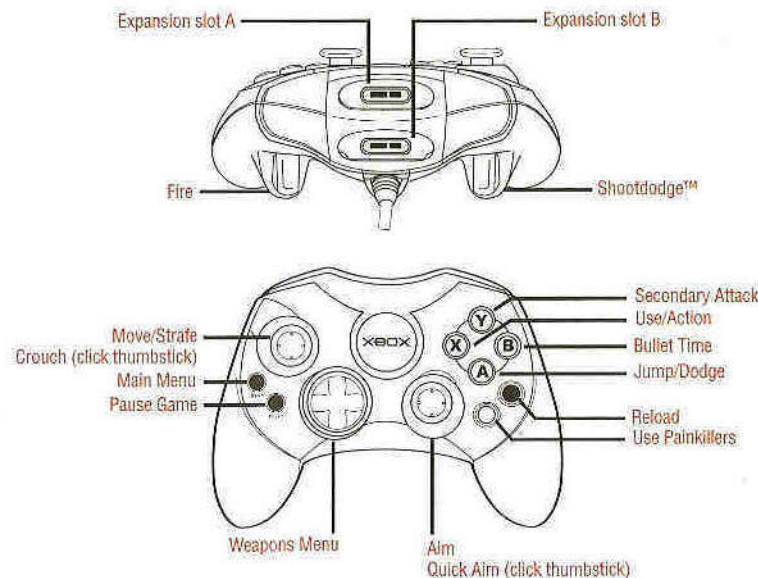
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX® CONTROLLER

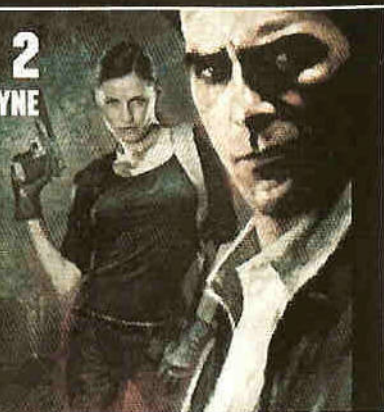
1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Max Payne 2.



MAX PAYNE 2

THE FALL OF MAX PAYNE

How to Play
Resume Game
New Game
Load
Save
Previously
Options
Credits



MAIN MENU:

How To Play: Displays a screen showing the default control configuration for players to quickly jump into the action.

Resume Game: Resume your on-going game session.

New Game: Starts a new game session. Select "New Game", then select gameplay mode. Different gameplay modes (Detective, Hard-Boiled, Dead on Arrival, Dead Man Walking and New York Minute) are explained later in the manual.

The Jump to Chapter option is unlocked once you've completed Detective Mode for the first time.

Load: Opens the Load Game menu screen.

Save: Opens the Save Game menu screen.

Previously: Displays a summary of the previous events leading to Max Payne 2: The Fall of Max Payne.

Options: Opens the Options menu screen.

Credits: View the credits for Max Payne 2.

During gameplay, you can always return to the Main Menu by pressing the BACK button (Press BACK again to resume the game where you left off).

SAVE GAME MENU:

Select one of 3 save game slots to save the current gameplay situation (you will not have the option to replace data in the Auto Save slot). You need 79 blocks free to save. Saving a game is available only during a running gameplay session. Return to the Main Menu and select Save Game. Highlight one of the slots and press the A button to save.

Hint: It is a good idea to save frequently. There are two alternating Quick Save slots – the latest Quick Save will replace the older saved game. Press Start at any time to select Quick Save. The game will also Auto Save in the Auto Save slot at the beginning of levels.

SAVE MENU

Saved Game 1 - Tue Nov 11 22:29 - Part I, Prologue
Saved Game 2 - Tue Nov 11 22:29 - Part I, Prologue
Saved Game 3 - Tue Nov 11 22:29 - Part I, Prologue



LOAD GAME MENU:

Select any saved game from the Load Game menu and press the A button to load.

Hint: The game saves automatically between each level.

OPTIONS MENU:

Controls: Reconfigure Movement and Combat Controls.

Select Crosshair: Choose different types of crosshairs. Also allows you to turn off crosshair.

OPTIONS

Controls
Select Crosshair
Game
Audio
Back

The Game menu contains the following settings:

Enable Auto Aiming: By default, Max Payne 2 helps the player aim more accurately. Disable this feature as your skill level increases.

Auto Lock: When this option is enabled, Max will target an enemy who passes through the center of the screen, and remain "locked" on this target until another enemy passes through the target area.

Invert Aiming: Selecting this option will reverse controller response to the Y (up/down) axis when aiming.

Enable Vibration: Turn vibration effects on or off.

Auto Weapon Change: Auto Weapon Change will make Max automatically switch to a more powerful weapon when acquired.

Enable Bullet Time Aid: This helps you to conserve as much Bullet Time as possible by switching it off in certain gameplay situations. Selecting this is recommended but more experienced player may want full control of Bullet Time and opt to keep this off.

Enable Sub-titles: Turn on subtitles to read what characters are saying in-game and in the cut scenes.

Back: Return to the previous menu.

The Audio menu contains the following settings:

Music Volume: Changes music volume.

Effects Volume: Changes sound effect volume.

Restore Defaults: Resets default music and sound effect volumes.

CONTROLLING THE GAME

The controls in Max Payne are customizable. Default movement and combat controls are as follows:

ACTION	CONTROLS
MOVE/STRAFE	LEFT THUMBSTICK
AIM	RIGHT THUMBSTICK
CROUCH	CLICK LEFT THUMBSTICK
AIM FAST	CLICK RIGHT THUMBSTICK
SHOOT	RIGHT TRIGGER
SHOOT-DODGE ONLY	LEFT TRIGGER
JUMP	A BUTTON
BULLET TIME ONLY	B BUTTON
USE/SNIPE ZOOM	X BUTTON
SECONDARY ATTACK	Y BUTTON
RELOAD	BLACK BUTTON
USE PAINKILLERS	WHITE BUTTON
PAUSE	START BUTTON
MAIN MENU	BACK BUTTON
WEAPONS MENU	DIRECTIONAL PAD
BULLET TIME COMBO	UNASSIGNED

Pausing the Game (START button):

Press START to pause animation. Quick Save and Load Last Game options will be available

Using Items (X button):

Max Payne frequently requires interaction with the environment. Press the X button in the proximity of a usable item to make Max perform the subsequent action. Max turns on faucets, opens cabinets, answers phones, pushes elevator door buttons and much more. Search the area to discover what Max finds interesting then press the X button to engage that item.

Hit the X button and talk to other in-game characters. This is essential to learning information that helps you progress.

Secondary Attack (Y Button):

Press the Y Button to use your gun as a melee weapon, throw a Molotov cocktail, or throw a grenade depending on which you have selected. Choose a new Secondary Attack in the first row of your weapons inventory with the directional pad.

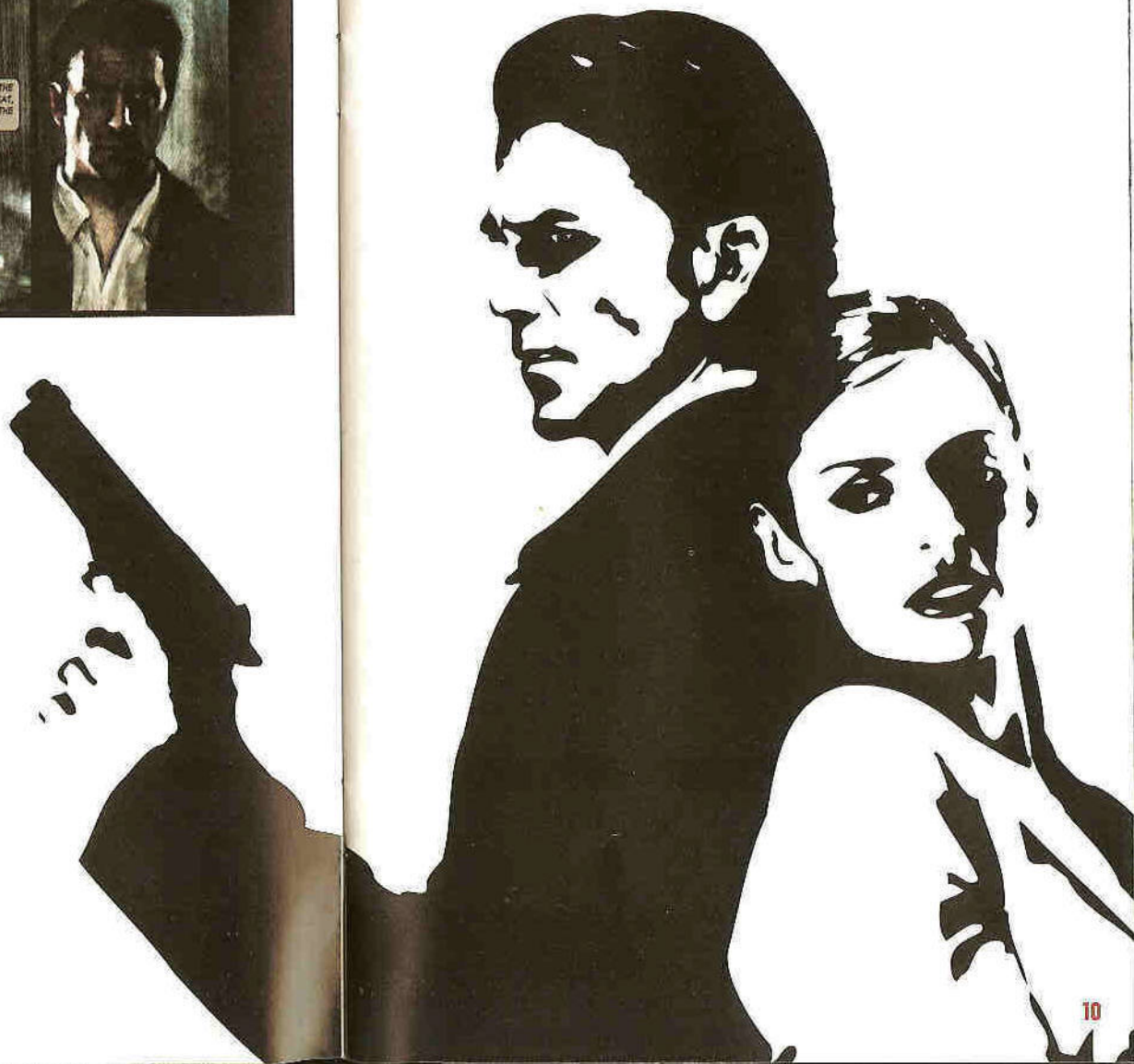
THE GRAPHIC NOVEL



The Graphic Novel tells much of the story of Max Payne 2: The Fall of Max Payne. It is wise to pay attention to the Graphic Novel sequences. They reveal plot twists, characters, environments, and other elements key to progressing through the game.

Play Mode: After encountering a new page of the Graphic Novel, it will advance the story automatically page by page with no user intervention required ('Play Mode'). Sit back and enjoy the show. Gameplay resumes as soon as the current pages are completed.

Press A to skip to the next screen.



THE GAME WORLD

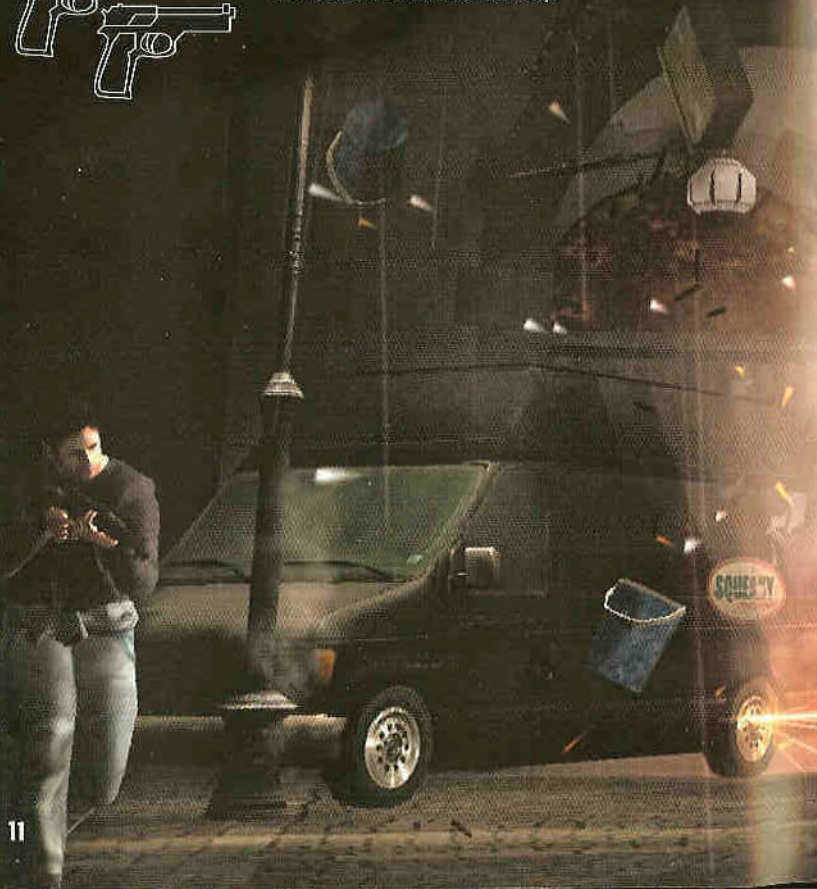
Weapons Sneak Peek: Max Payne has multiple weapons at his disposal. If you are low on ammo all the guns may be used in close combat as melee weapons. Make full use of the guns at your disposal – this explosive arsenal is key to Max infiltrating and taking on the sinister underworld thugs of New York. To get you started, we've included essential information on four of them.

Weapons automatically reload when out of ammo. Manually reload anytime by pressing the Black button.

DUAL 9MM PISTOLS



Rapid firing handguns deadly at close range. Each Carries 16 bullets in the clip.



SAWED OFF SHOTGUN



Not a legal police issue weapon. When discarded by the enemy, Max uses it to the fullest potential. While inaccurate over longer distances this is absolutely deadly at close range.

MP5

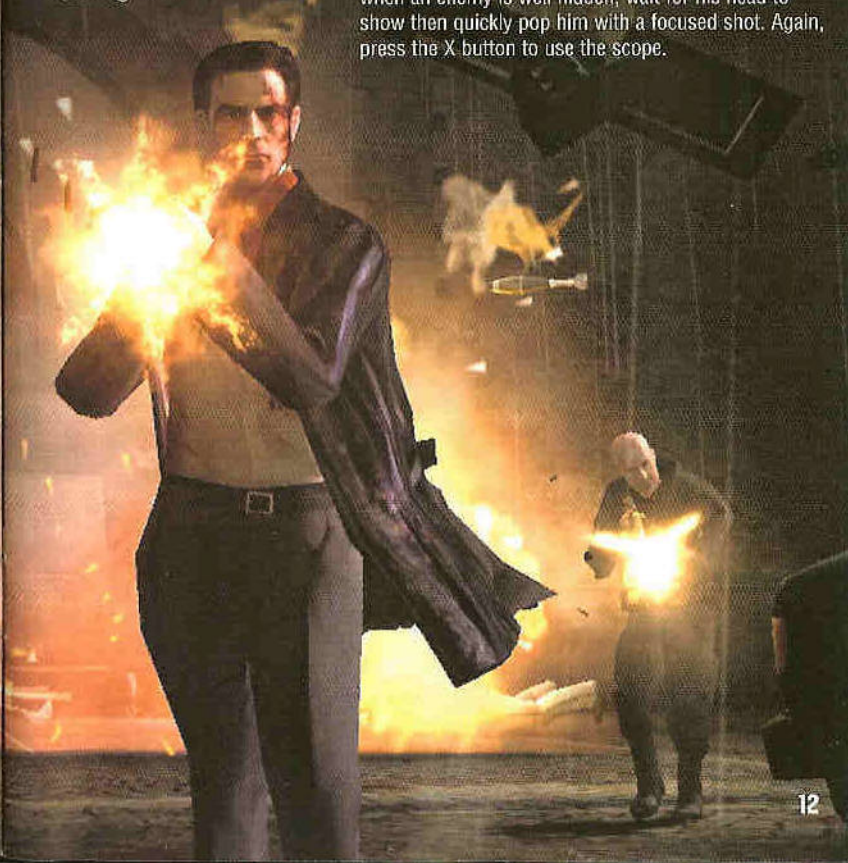


High-powered automatic weapon with a blistering rate of fire. Scope allows for long distance blasting. Press the X button to use the scope.

DRAGUNOV



Pinpoint sniper rifle with a very technical scope to take out thugs with precision. Quick tip: Enable Bullet Time when an enemy is well hidden, wait for his head to show then quickly pop him with a focused shot. Again, press the X button to use the scope.





Pain Bar

Bullet Time hourglass

Painkillers

MAX'S HEALTH

The Pain Bar, in the form of a silhouette of Max Payne, resides in the lower left hand side of the screen, indicating the level of damage/pain Max Payne is experiencing during the game. In some sequences of the game two Pain Bars may be visible to indicate the health of another key character. When the pain bar is full, Max will die. But, like movie action heroes Max never stays down. Even when badly hurt, he slowly regains a little health and will quickly be ready to dive back into the action.

Reduce pain by eating painkillers found in various locations in the game. Find painkillers left behind by dead enemies or in medicine cabinets and boxes. Carry a maximum of 8 painkillers at once. Painkillers only heal a fraction of Max's total health and they take a few seconds to take full effect indicated by a faded red color in the Pain Bar. This faded red color shows the real health status of Max.

Further damage will be added on top of the faded red, not the solid red. Choose to take painkillers and let them take full effect before entering further combat against the enemies.

BULLET TIME

(B button)

Bullet Time allows Max to slow down time. When Bullet Time is activated, gameplay slows but Max can still aim weapons in real-time.

Bullet Time is a limited resource and drains over time as indicated by the hourglass in the lower left of the screen. Once activated, toggle Bullet Time on and off by pressing the B button again. For every enemy Max takes out, he will gain a little more Bullet Time and it will also regenerate slowly.

Take multiple enemies out quickly and the hourglass will turn different shades of yellow. If it is activated, Max goes even deeper into "the zone". Enemies are slower, but Max's movements and speed remain the same. When in Bullet Time the deeper the shade of yellow indicates Max has an even greater edge over enemies.



SHOOTDODGING™

(Left, Right, Forward or Back + L Trigger)

In addition to normal dodges and Bullet Time, Max can also Shootdodge™.

Press Left, Right, Forward or Back and Shootdodge (L Trigger) to perform a slow motion Shootdodge dive. A Shootdodge doesn't use up any Bullet Time, but provides an incredible edge during combat gameplay.

Press Bullet Time toggle (B button) to place Max into Bullet Time without performing a shootdodge.

Remember, Shootdodging slows down the action around Max, but he can still aim in real-time. Use this to your advantage. After a Shootdodge, Max can continue to fire while prone by holding down the Shoot button as long as he has ammo in the clip.

Bullet Time Combo (unassigned by default):

Set a Bullet Time Combo button to both toggle Bullet Time and Shootdodge from one button. Press the Bullet Time Combo button while standing still to toggle Bullet Time, or press it while moving to Shootdodge in that direction.

Dodging (Left, Right or Back + A button):

Dodge is an effective defensive move performed in any direction. Select a direction (Left, Right or Back) and press Jump (A button) simultaneously.

CINEMATIC SHOTS

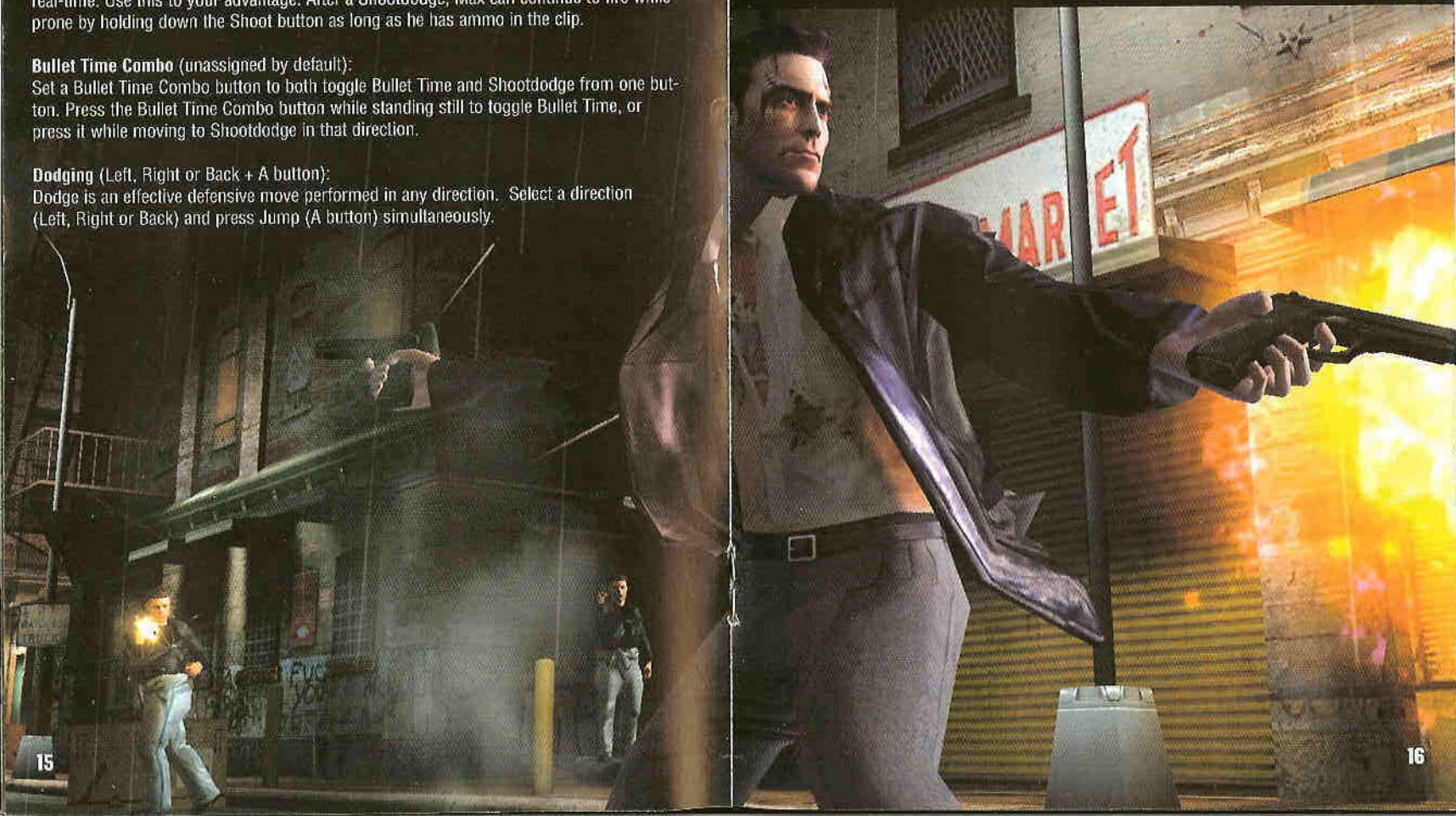
During combat, Cinematic Shots occur when the camera moves to highlight action (enemies flying backwards in slow-motion, etc).

"Bullet Cam" occurs sometimes when the sniper rifle is used. This is helpful in aiming and gives a cool perspective of the action.

Part of the story is also told in cinematic form.

You may interrupt cinematic shots by pressing the A button.

When in Bullet Time and Max is deep "In the zone" actions such as reloading may trigger a special move accompanied by a camera pan.



DIFFICULTY AND ADDITIONAL GAMEPLAY MODES

DETECTIVE

Detective mode is the only mode available when first playing Max Payne 2. In Detective mode, gameplay is altered by a self-adjusting skill level system. Enemies adjust their behavior and performance according to Max's progress through the game. If the player encounters difficulty, gameplay adjusts the behavior and reactions of the enemies in your favor. If the gameplay is a breeze, enemies will rise to the challenge.

After completing Max Payne 2 for the first time, the following additional gameplay modes are unlocked:

HARD BOILED

For more of a challenge, the Hard Boiled mode is like Detective difficulty without the benefit of the self-adjusting skill system. Enemies are always set to their toughest level.

DEAD ON ARRIVAL

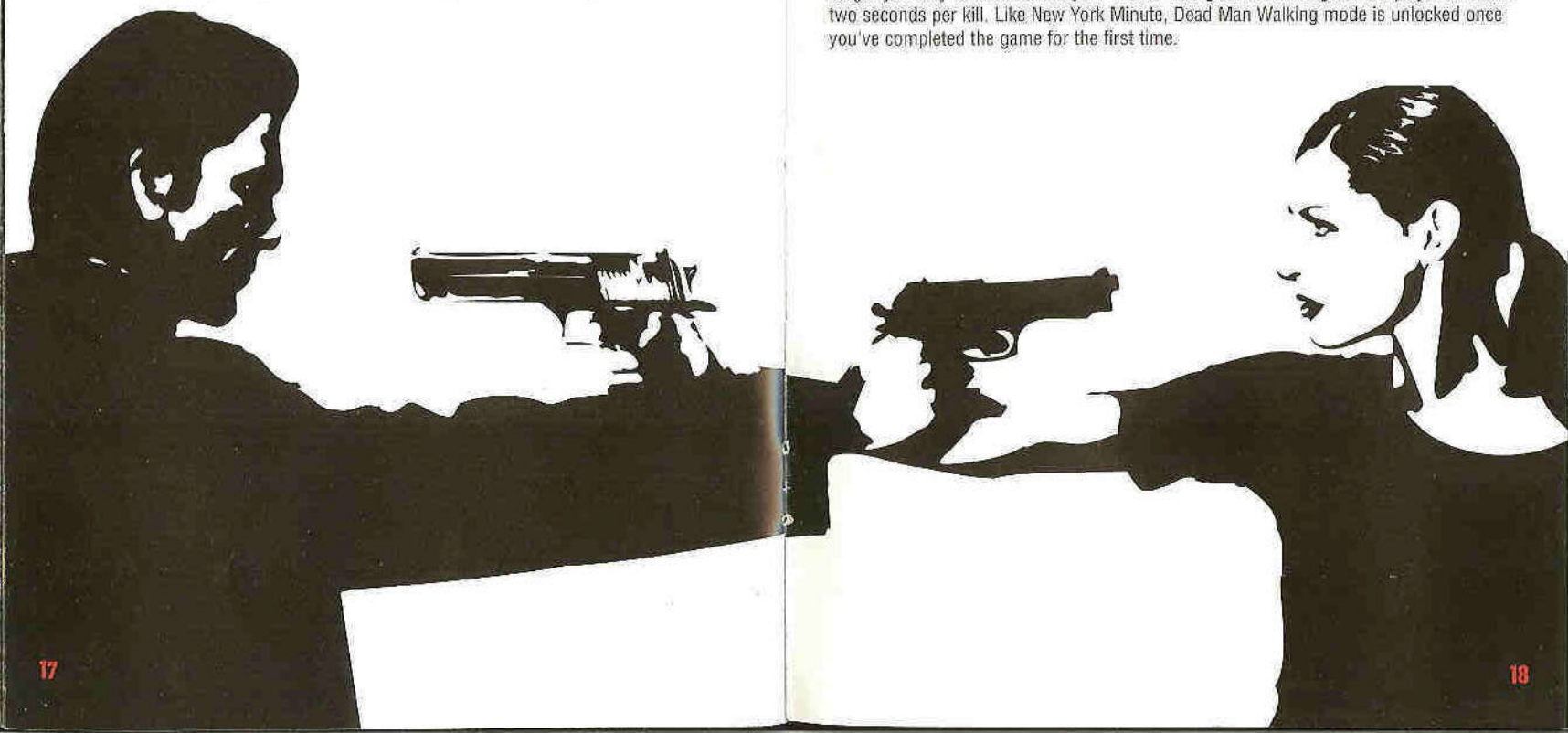
The ultimate challenge! The enemies are just as deadly as in Hard Boiled mode, but now the player also has a limited number of save games available per level. This mode is unlocked only after completing Hard Boiled.

NEW YORK MINUTE

A hectic mode for speed-running. Each map starts out with a timer ticking. Take out enemies to reduce the time. Graphic Novels and cinematics stop the timer from progressing. Bullet Time reduces the timers progression to correspond to the slowdown. The times are saved and you can review your record runs – the faster you are, the better. This gameplay mode is unlocked once you've completed the game once.

DEAD MAN WALKING

Death is inevitable, the question is how long you can keep going. Stay alive as long as possible in this fast paced deathmatch. When you start playing Dead Man Walking the map has a single enemy, and as time progresses more and more enemies are spawned into the map. When the enemies die, they get resurrected after a five second delay. The longer you stay alive the better your score. Taking out enemies gives the player an extra two seconds per kill. Like New York Minute, Dead Man Walking mode is unlocked once you've completed the game for the first time.



GENERAL GAMEPLAY TIPS

Most importantly, make full use of Shootdodging and Bullet Time to get the drop on bad guys, aim more easily and take less damage. Max Payne 2 can be very difficult without using these modes.

Never forget to search each level thoroughly. Painkillers and weapons are hidden throughout the levels in some very unexpected places.

Use explosive objects to your advantage. Take out multiple enemies at once by shooting a single explosive barrel or ammo crate.

When a character offers to fight alongside Max Payne, take them up on the offer! Don't run ahead of them – watch their actions and use them to your advantage.

Talk to any characters encountered along the way. They may reveal important information or provide weapons and painkillers.

When Max crouches (click left thumbstick) during a gunfight, he presents a smaller target, and is less likely to get hit. Crouching behind obstacles in combat provides the required second or two to reload a weapon before diving back into the action. Crouching will also steady the sniper rifle.

A good tactic in gun fights is to keep moving – don't be an easy target by standing still! Move side-to-side, do evasive rolls, and hide behind pillars and walls when reloading.

Sometimes offense is the best defense – when confronted by multiple enemies don't retreat. By pushing ahead and taking out enemies Max gains more Bullet Time and the tables can be turned.

All enemies are not alike – some more prominent enemies may be tougher to beat. Some enemy types have body armor covering the torso. Some areas of enemies are more vulnerable than others – use this to your advantage.

In Bullet Time, pay very close attention and dodge bullets as they fly by. This is a good way of avoiding damage in hectic gunfights. Use Bullet Time while sniping to help improve aim.

Don't pass up interesting items, TV shows or answering machines Max finds during gameplay.



CREDITS

Remedy Development Team

Project Lead: Markus Mäki
Lead Game Design: Petri Järvilehto
Written by: Sam Lake
Game Programming Lead: Kim Salo
Technology Programming Lead: Markus Stein
Graphic Design Lead: Sami Vanhatalo
Art Direction: Saku Lehtinen
Programming: Olli Tervo, Jaakko Lehtinen, Petteri Salo, Ouli Marttila
Additional Programming: Petri Häkkinen
Level Design - Gameplay: Anssi Hyytiäinen, Samuli Viikinen, Mikael Kasurinen
Level Design - Art: Aki Määttä, Mikael Wahlberg, Tero Tolsa
Additional Level Design: Saku Lehtinen, Petri Järvilehto
Modeling: Henri Blåfield, Mikko Huovinen
Character Animation: Peter Hajba
Texture Art: Aki Määttä, Marko Leinonen, Peter Hajba, Saku Lehtinen, Tero Tolsa, Mikael Wahlberg
Particle Art: Peter Hajba
Sound FX and Voice Tracks: Peter Hajba
Graphic Novel Art: Marko Leinonen, Sami Saramäki
Menu and HUD Art: Marko Leinonen, Sami Saramäki
Cinematics: Saku Lehtinen, Tommi Anttila, courtesy of Hybrid Graphics
Business Affairs: Matias Myllyrinne
Office Manager: Mika Reini
IT Support: Petri Ljungberg

Rockstar Vienna Team

Project Lead: Kaweh Kazemi
Lead Programmer: Erik Pojar
Programmers: Wolfgang Deutsch, Erwin Klobhofer, Peter Melchart, Martin Porocnik, Christian Schmutzer, Andreas Varga, Adrian Garrett, Mark Wesley, Glen Darroch
Additional Programming: Tobias Sicheritz, Christian Bazant, Zsolt Marx
Lead Designer: Marin Gazzari
Designers: Sebastian Harras, Oliver Pflug, Michal Drimalka
Additional Design: Gunter Piringer
QA Manager: Peter Ehardt
Testers: Helmut Hutterer, Karam Nada, Tobias Hagberg
Additional Testing: Markus Igel, Markus Werdenich
QA Support: Kirsten Kennedy
Lead Audio/Video Engineer: Bernhard List
Audio Designer: David Brandstätter
Video Engineer: Tobias Kraze
Project Management Assistant: Gregor Eigner

Additional Project Management Support: Frank Kern
Artists: Leander Schock, Christian Koppold, Michael Sormann
Technical Artist: Christian Stejnar
Senior Producer: Hannes Seifert
Technical Support: Chris Soukup, Thomas Zajic, Peter Krakhofer, Gernot Unger
Business Management: Niki Laber
Office Management & Team Support: Dana Zajic, Martin Filipp, Christine Sladek

Special Thanks:

Markus Mäki (Remedy), Markus Stein (Remedy), Olli Tervo, (Remedy)

External Support:

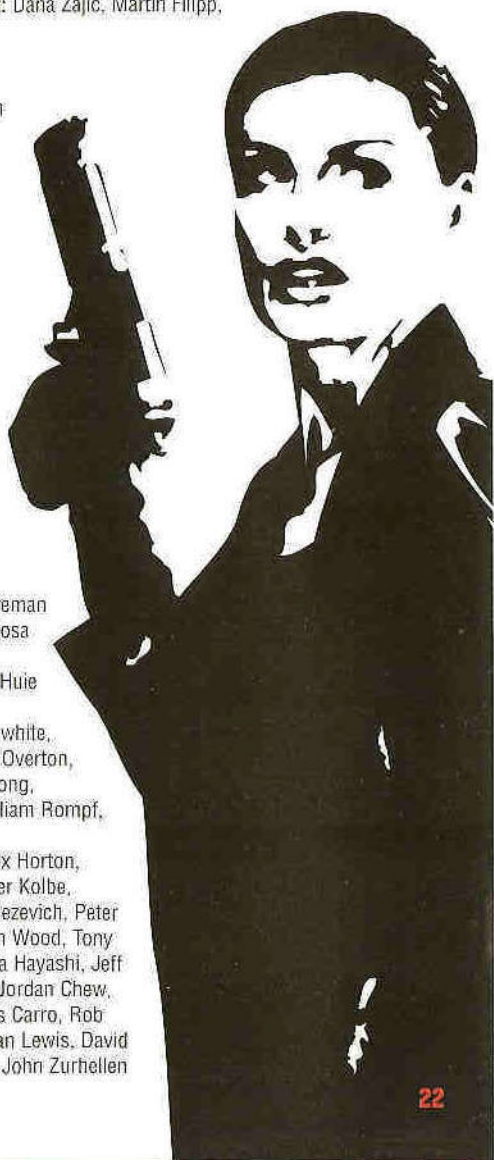
Christophe Reyes (Criterion)
William Eastcott (Criterion)
Valentin Cade (Criterion)
Alistair Milne (Criterion)
Colin Barret (Havok)
Oliver Strunk (Havok)

In Memoriam:

Stefan Willixhofer

Rockstar Team

Executive Producer: Sam Houser
VP of Development: Jamie King
Associate Producer: Brandon Rose
Chief Technology Officer: Gary J. Foreman
Director of Quality Assurance: Jeff Rosa
Technical Manager: Sandeep Bisla
Lead Analysts: Lance Williams, Rich Huie
Game Analyst: Brian Alcazar
Rockstar Test Team: Elizabeth Satterwhite, Scott Peterman, Tammy Beatty, Gene Overton, Jameel Vega, Lee Cummings, Mike Hong, Christopher Plummer, Chris Choi, William Rompf, Devin Smither, Brian Planer
Production Team: Terry Donovan, Alex Horton, Jenefer Gross, Jeff Castaneda, Jennifer Kolbe, Adam Tedman, Corey Wade, Steve Knezevich, Peter Banks, Hosi Simon, Paul Yeates, Brian Wood, Tony King, Daniel Einzig, Jerry Luna, Futaba Hayashi, Jeff Williams, Richard Kruger, Jake King, Jordan Chew, Stanton Sarjeant, Devin Bennett, Chris Carro, Rob Fleischer, Bill Linn, Ryan Rayhill, Susan Lewis, David Thomson, Noelle Sadler, Kerry Shaw, John Zurhellen



3D Realms

Scott Miller
George Broussard

Music

Music composed, arranged, and performed by Kártty Hatakka and Kimmo Kajasto.

Music mastering by Pauli Saastamoinen and Markus "Captain" Kaarlonen at Finnvox studios. Cello in Max Payne theme by Perttu Kivilaakso.

"LATE GOODBYE"

Performed by Poets of the Fall (www.poetsofthefall.com).

Written by Marko Saaresto; lyrics based on a poem by Sam Lake.

Produced by Markus "Captain" Kaarlonen.

Voice Acting Talent

Max Payne: James McCaffrey

Mona Sax: Wendy Hoopes

Vladimir Lem: Jonathan Davis

Jim Bravura: Vince Viverrito

Valerie Winterson: Jennifer Server

Alfred Woden: John Braden

Vinnie Gognitti: Fred Berman

Cartoon Host: David O'Brien

Captain Baseball Bat-Boy: Michael Mags

Bicycle Helmet-Girl: Victoria Pontecorvo

Demon: John Zurhellen

Zombie: John Zurhellen

Lady Amelia: Ann Scobie

Lord Valentine: Chris Durham

Lord Jack: Kevin Conroy

Mama: Marge Redmond

Sheriff's Man: Gary Yudman

Dick Justice: Rodd Houston

Blaxploitation Narrator: Rodd Houston

Sharon Justice: Kelle Kerr

Junkie: Fred Berman

Return to Sender Announcer: David O'Brien

John Mirra: Greg Sims

Mental Patient: Fred Berman

Shrink: Ralph Byers

John's Girlfriend: Debra Sperling

Warden: Mike Moran

Porn Host: Navid Khonsari

Hooker: Debra Sperling

Nicole Horne: Jane Gennaro

Mobsters: Lou Martini, Jr., Mike Moran, Frank Sims, Todd Susman, Peter Appel, Bruce Kronenberg

Godfather: Paul Christie

Policemen: Ron Foster, Greg Sims, Todd Susman, Matt Walton

Dispatcher: Orfeh

Russians: Mike Moran, Todd Susman, Frank Sims

Mike "The Cowboy": Gary Yudman

Kaufman: Greg Sims

Cleaners: Kevin Conroy, Chris Durham, Greg Sims, Matt Walton, Chris Phillips

Commandos: Kevin Conroy, Matt Walton

Security Guards: John Braden, Ralph Byers, Chris Durham, Ron Foster

Doctors: Orfeh, Ann Scobie

Bodyguards: Rodd Houston, Gary Yudman

Businessman: Frank Sims

Neighbor: Marge Redmond

Female Officer: Orfeh

Witness: Jonathan Davis

Kyra Silver: Ann Scobie

Booze Hounds: Ralph Byers, Ron Foster

Female Sales Voice: Debra Sperling

Male Sales Voices: John Braden, David O'Brien

Janitor: John Presnell

Annie Finn: Kimberly Howard

Answering Machine: Wendy Hoopes

Flamingo: Matias Myllyrinne

Voice Over and Motion Capture directed by: Navid Khonsari

Voice Over Engineered by: Paul Vazquez, Track Nine Studios

Graphic Novel Models

Max Payne: Timothy Gibbs

Mona Sax: Kathy Tong

Valerie Winterson: Andrea Leigh

Alfred Woden: Ed Hyland

Jim Bravura: Michael Arkin

Vladimir Lem: Peter Giles

Vinnie Gognitti: Stephen Gregory

In-Game Character Models

Alex Corrado, Alex Kortovski, Angela Trotter, Angelo Frasco, Anthony Berry, Anthony Lehmenkuler, Ariel Estrada, Beata Molnar, Bernard Friedman, Blake Pesce, Brent Black, Brian Rogalski, Bruce Smolanoff, Bruno Lannone, Charles Deraczunas, Charles Tucker, Christina Zorich, Colleen Vogel, Daniel Passaro, David Calderazzo, Dmitri Christy, Frank Piluso, Gerrit Vooren, Ginger Rich, Jack Van Natter, Jacqueline Bowman, Jeff Newman, Jeff Thomas Lundwall, Joe Masi, John Bianco, John Ridge, John Zurhellen, Jonathan Tindle, Julie Harding, Julio Rivera, Joseph Tutalo, Kara Hamilton, Ken Dapper, Kevin Nosworthy, Lex Monson, Lola Kramer, Maggie Moor, Mark Benzinyan, Marlon John, Matthew Loney, Mishna Wolff, Neil Levine, Noelle Sadler, Paul Borghese, PJ Brown, Reid Mihalko, Renaud Sebbane, Roy Davis, Sal Petraccione, Sarah Graham Hayes, Shawn McLean, Stephen Daniels, Tara Radcliffe, Thomas Hartnett, Thomas Zemon, Tim Womack

Casting: Howard Schwartz Recording, Donna DeSeta Casting

Character Stylists: Evan Ross & Tonya Barr

Character Model and Graphic Novel Photography: Tim Womack

Drama Consultation

Pentti Halonen

Motion Capture

Motion Capture Acting: Lee Rosen, Lawrence Ballard, Mary Stiefvater, George Burich, Jordan Matter, Jayson Gladstone, Navid Khonsari, Noelle Sadler, Melle Powers, William Powers, William McCall, Kurt Bauccio, John Zurhellen

Motion Capture Stuntpeople: Hector Salazar, Jenna Murphy, Norman Douglass

Motion Capture Stunt Coordinator: Manny Siverio

Motion Capture by: Chuck Mongelli, Keith Robinson and Joe Nolan at Perspective Studios

Testers

Remedy Finland Test Team: Jussi Räsänen, Kari Tuominen, Lasse Mäki, Mika Wendelin, Nicklas Renqvist, Patrik Ojala, Antti Koivisto, Teemu Heinilehto, Tuukka Taipalvesi, Ville-Pekka Vainio

3DRealms Dallas Test Team: Scott Miller, George Broussard, Kyle Davis, Keith Schuler, Allen Blum, John Anderson, Joe Wampoo, Steven Blackburn, Charlie Wiederhold

Thanks

Remedy would like to extend a warm thank-you to the following for their help and support throughout the development of this game:

Thank you to friends and family for support and understanding. Thanks to the fans for your continued encouragement.

Thanks to Joe Siegler for Max Payne forum administration and everyone at 3D Realms; the guys and gals at Futuremark, especially Juha Pinola for his work on the 3D model of lovers' statue, Pertti Kainulainen, Aki "AJ" Järvielto, Risto Vehviläinen, Jani Jokki, Sanna Yliruka, Anna Kinnik, Ilkka Koho and many others, all at Hybrid Graphics

Markus "Captain" Kaarlonen for Graphic Novel Sound FX and Voice Tracks

Tuuli Järvi, Sami Järvi and Marko Saareto for posing in the TV-show photoshoot; Mikko Kamunen and Jari Pajja at Plonware for work on MaxED; Anne Isomursu, Matti Pyykkö and Tuomas Jääskeläinen for source material from "Helsinki Graffiti", Sami Mäkelä for graffiti art; Marko Saareto at Poicetus Design Studio for graffiti art, LowPolygon3D for car model source material; Antero and Hannu at Kobushikai dojo (www.kobushikai.org); Paula Rintala, Sirpa Vanhasasi-Huuda, Tuja Tommila and the staff of Helsinki University Central Hospital; Eddie Callaghan for security in NYC; Alan Murta for use of his gpc library; Jonathan Richard Shewchuk, at University of California at Berkeley for use of his Two-Dimensional Quality Mesh Generator and Delaunay Triangulator ©, Triangle, in MaxED

Edwin Van Puffelen, Jonathan "Maddiemann" Haller for moderating mod forums, Adam Skrupa and Ben Minto at Soundkicks, Matti Sihto and Kari Korhonen at Tekes, Kristoffer Larson and Valerie C. Faggioni at Dolby, Matti Kari and Mikko Räsänen at Acelaw, Rex Sikora at ATI; Andrea D'Orta at Creative; Richard Huddy and Jon Story at Codemafia

Max Payne 2 uses Havok.com™ physics engine, © Copyright 1999-2003 Telekinesys Research Limited. All Rights Reserved.

Max Payne 2 uses Bink Video Technology. Copyright © 1997-2003 by RAD Game Tools, Inc.

Dolby and the double-D symbol are trademarks of Dolby Laboratories.

Portions of this software are Copyright 1998-2003 Criterion Software Ltd. and its Licensors.

The ratings icon is a registered trademark of the Entertainment Software Association.

The Global Illumination System is based on the Lumigraph Radiosity technology originally developed in cooperation with Hybrid Graphics Ltd. by Timo Aila, Janne Hellstén, Petri Häkkinen, Jaakko Lehtinen and Jussi Räsänen.

Additional thanks to: Rick and Ryder Washburn, Splashlight Studios, and Sun Studios.

Finally, we would like to extend our special thanks to everyone involved in the making of Max Payne in 1997-2001. Without you this sequel would never have been made.

